INTEGRATED TRAINING AREA MANAGEMENT

ITAM Learning Module

Tactical Units & Equipment

Lesson One: Unit Organizations

Objectives

To achieve a successful ITAM program, land managers must understand the primary tactical missions and training requirements of the units that use their installation and training/testing lands. This lesson is the first part of a five-part learning module that will help students to learn more about the tactical Army, its organization, and missions.

By completing this Lesson, students will:

- Identify and define the Branches of the Army, their major functional categories, and related Battlefield Operating Systems (BOS).
- Be able to identify the tactical echelons of the Army from Squad to Corps level and their respective command hierarchy.

The Army Force Structure

The Army force structure provides the Nation with a full spectrum land force capability. The Army is comprised of Active Component (AC) and Reserve Component (RC). The RC consists of the U.S. Army Reserve (USAR) and the Army National Guard (ARNG). The Army is organized into 4 corps, 20 divisions (10 AC, 8 ARNG, and 2 multicomponent divisions, which includes Army plus ARNG), and 17 ARNG brigades.

The Army Force structure is dynamic and determined based on the Nation's needs to carry out its national security policy determined by the President of the United States. The AC currently has a total end strength of approximately 500,000 Soldiers. The RC currently has a strength of approximately 555,000 Soldiers (350,000 ARNG and 205,000 U.S. Army Reserve (USAR)), approximately 54% of the total Army strength. Approximately 80 percent of the total forces are assigned to tactical units. These tactical units are referred to as Table of Organization and Equipment (TOE) or Modified Table of Organization and Equipment (MTOE) units.

The MTOE units are the warfighting portion of the Army; the force that fights and wins the nation's wars by providing the combat capability necessary to sustain land dominance. This force must be able to operate across the full spectrum of conflict and

remain relevant to winning our Nation's wars by being responsive, deployable, agile, versatile, lethal, survivable, and sustainable. The Army is fully engaged in daily activities supporting the National Military Strategy, providing the majority of forces for joint operations. Combatant commanders in areas of operation throughout the world conduct joint operations. Army units are provided to combatant commanders to operate as a part of these joint forces with Navy, Air Force, Marines, and forces from other nations (coalition forces). Under Title X to the U.S. Code (our basic laws), the Army also is responsible for providing the management, development, readiness, deployment, and sustainment of these forces.

Table of Organization and Equipment

Tactical units (warfighting) are organized according to an established Table of Organization and Equipment (TO&E). These TO&E's prescribe the numbers and types of personnel (rank and military occupational specialty (MOS)) and major equipment (e.g., radios, weapons, vehicles) which are authorized for each unit. An MOS is a specific job skill that soldiers are trained to accomplish, such as rifleman, mechanic, fuel handler, truck driver, etc. There are over 500 MOSs within the Army. The TO&E for a specific type of unit, e.g., an Infantry Platoon, is generally the same throughout the Army. However, the standard TO&E may be modified (Modified TO&E) to suit particular mission requirements of a unit. For example, an Infantry Platoon in Alaska may have different types of vehicles (for example, the Small Unit Support Vehicle) than those found in similar units in the continental United States.

Table of Distribution and Allowances

Army organizations that are not designed to conduct combat operations, such as an installation/garrison staff and military schools, are also organized according to established levels of personnel and equipment. For these types of units and organizations, the tables are referred to as a Table of Distribution and Allowances (TDA).

Army Functional Units

The tactical Army is organized in three major functions:

- Combat Arms
- Combat Support
- Combat Service Support

There are 18 branches and 6 specialty corps identified within these functional categories. Some branches, such as Engineer and Aviation, provide duties in one or more functions. A distinct uniform insignia, as shown below, identifies each branch or corps.

COMBAT ARMS (CA)

The major mission of these Branches of the Army is to engage and destroy opposing forces with firepower and maneuver.

The six (6) Combat Arms Branches are:

Air Defense Artillery	The Combat Arms branch that protects military forces and geopolitical assets against the threat of aerial attack from enemy aircraft and missiles.
Armor/Cavalry	The Armor Branch has the mission to close with and destroy the enemy using fire, maneuver, and shock effect. Cavalry units perform reconnaissance, provide security, and engage in full spectrum of combat operations.
Aviation*	The Combat Arms branch employs aviation assets (airplanes and helicopters) to find, fix, and destroy the enemy through fire and maneuver. Aviation also provides Combat Support and Combat Service Support functions such as heavy lift capability, aero medical evacuation (MEDEVAC), and troop airlift.
Field Artillery	The Combat Arms branch that delivers lethal, timely and massive indirect fires to destroy, neutralize or suppress the enemy by cannon, rocket and missile fire.
Infantry	The Combat Arms branch with the mission to close with the enemy by means of fire and movement to defeat or capture him, or repel his assault by fire, close combat and counterattack.
Special Forces	The Combat Arms branch that provides rapid response to various military contingencies, to include unconventional warfare, foreign internal defense, special reconnaissance, anti-terrorist combat and small scale, direct action strikes and offensive actions against specific targets to destroy, capture or recover designated personnel or materiel.

^{*} Branches that provide multiple functions

COMBAT SUPPORT

The five (5) Combat Support branches, which provide operational assistance to Combat Arms, are:

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Engineer*	The Combat Support branch that provides support to maneuver commanders in mobility (river crossings, gap crossings, obstacle clearance), counter-mobility (obstacle emplacement, demolitions), survivability (tracked vehicle fighting positions, site hardening), general engineering (infrastructure development), and topographic (mapping) missions. Engineers also perform Combat Arms functions (fight as Infantry) and Combat Service Support (logistics) functions.
Chemical	The Combat Support branch that is focused on warfighting operations and training in support of nuclear, biological and chemical (NBC) defense; smoke, obscurants and flame employment; chemical arms control verification and related scientific development and material management activities.
Military Intelligence	The Combat Support branch that provides timely, relevant and accurate intelligence and electronic warfare support to commanders at all levels of war – tactical, operational and strategic. One of the primary functions at the tactical level is to provide commanders with an intelligence preparation of the battlefield (IPB) to reduce the commander's uncertainty regarding enemy, terrain, and weather.
Military Police*	The Combat Support branch that supports force projection across the full spectrum of Army operations (wartime and peacetime) to include: maneuver and mobility support (route reconnaissance, refugee control), area security operations, law and order operations, internment and resettlement operations, and police intelligence operations. MP's also provide Combat Service Support functions related to security, safety, and cross-cultural operations.
Signal	The Combat Support branch that plans, installs, integrates, operates, and maintains the Army's strategic, operational, and tactical communications infrastructure and voice and data information systems, services and resources in support of wartime and peacetime operations.

^{*} BRANCHES THAT PROVIDE MULTIPLE FUNCTIONS

COMBAT SERVICE SUPPORT

These branches provide the critical resources and capabilities to arm, fuel, transport, and maintain materials and supplies for the Combat Arms and Combat Support branches, and to ensure the health and lives of the fighting forces.

The seven (7) Combat Service Support branches are:

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Adjutant General	A Combat Service Support branch that formulates, interprets and implements policy for and directs all Army military personnel management functions, to include personnel readiness, accountability, assignment and distribution, mobilization, soldier processing, and postal operations.
Chaplain T T	A Combat Service Support branch that provides the religious, spiritual, moral and ethical support to the Army in all operations through worship, education, policy, leadership practices and support to the commander.
Finance	A Combat Service Support branch that sustains Army operations through the acquisition and purchase of most classes of supply and services, to include disbursement, commercial vendor service, military pay support, travel payments and forward pay support on the battlefield.
Judge Advocate General	A Combat Service Support branch that manages the delivery of total legal services to the Army and its members, to include military justice/criminal law, administrative law, regulatory law, environmental law, litigation and legal assistance.
Ordnance	A Combat Service Support branch that supports the development, production, acquisition and sustainment of weapon systems and ammunition, missiles, electronics and ground mobility material during wartime and peacetime operations.
Quartermaster	A Combat Service Support branch that sustains Army operations through logistical support to include supply support, field services, aerial delivery support, and material and distribution management.
Transportation	A Combat Service Support branch that provides the transportation capabilities for force projection into theaters of operation to include the worldwide movement of units, personnel, equipment, and supplies.

SPECIALTY CORPS



The Army Medical Department provides full health services to the Army through six (6) individual Corps to include the Medical Corps (doctors, surgeons), Nurse Corps, Dental Corps, Veterinary Corps, Medical Service Corps (sanitation, environmental quality) and Medical Specialty Corps (medical supplies and services).

Battlefield Operating Systems (BOS)

To synchronize the capabilities of each branch on the battlefield successfully, commanders assess operations using BOS as a basis for developing combat operational plans and orders.

The BOS define the interactions and linkages, from a systems perspective, of how the Army fights. There are seven Battlefield Operating Systems: intelligence, maneuver, fire support, air defense, mobility, and survivability, Combat Service Support (CSS) and Command and Control (C^2). They provide a structure for integrating and synchronizing critical combat activities on the battlefield. The branches that are normally associated with each BOS are shown.

- Maneuver (Infantry/Armor/Special Forces/Aviation) Maneuver includes
 movement to gain positional advantage over the enemy combined with all fires
 directed to suppress, neutralize, and destroy the enemy. Maneuver should avoid
 enemy strengths and create opportunities to bring greater firepower to bear on
 the enemy.
- 2. Air Defense (Air Defense Artillery) Air defense includes all measures designed to nullify or reduce the effectiveness of attack or surveillance by hostile aerial platforms to preserve combat power and maintain friendly freedom of action.
- 3. Fire Support (Field Artillery) The commander uses fire support to delay, disrupt, or limit the enemy by destroying, neutralizing, and suppressing enemy weapons, formations, and facilities. Effective integration of fire support into the combined arms operation is a decisive factor in a battle. Fire support can also be in the form of close air support from US or coalition air forces and Naval gunfire when operating near a coastline.
- 4. Mobility and Survivability (Chemical/Engineer/Military Police) The removal or destruction of natural and man-made obstacles to movement by friendly forces and the placement of obstacles to divert, slow down, or impede enemy movement of forces by engineer units. Military police contribute to mobility by conducting battlefield command and control and area damage control. Chemical reconnaissance, decontamination, and smoke units also contribute to survivability.
- 5. Command and Control (Signal/Military Police) Command and control is the exercise of authority and direction by a properly designated commander over assigned forces in the accomplishment of the mission. Command and control functions occur through an arrangement of personnel, equipment, communications, facilities, and procedures a commander employs in planning, directing, coordinating, and controlling forces in the accomplishment of the mission.
- **6. Military Intelligence (***Military Intelligence***) The collection**, analysis, and interpretation of human, signals, imagery information about the battlefield is the commander's responsibility and helps reduce the uncertainty about the effects of the enemy, weather, and terrain on operations.
- 7. Combat Service Support (Ordnance/Quartermaster/Transportation) Combat Service Support (CSS) of unit operations consists of manning, arming, fueling, fixing, moving, and sustaining the soldier and his systems. Units must totally integrate these CSS functions into the planning and conduct of operations to provide the commander a combat multiplier with which he can weight the battle. The commander and his staff must synchronize CSS operations with all other BOS to provide effective, continuous support when and where necessary.

A Geographic Information System (GIS) supports commanders in planning both training and combat operations. GIS data layers are used to support the synchronization of the BOS on the battlefield. For example:

- When a commander determines how he will maneuver forces, data layers such as hydrology, soils, and vegetation assist in analyzing the best way to maneuver his forces.
- Elevation data layers and Digital Elevation Models (DEM) will allow a commander to best analyze where to position his command and control (communications) facilities and can be used to determine air avenues of approach on the battlefield.

The data layers listed below support BOS. This list is not all-inclusive.

Hydrology, vegetation, elevation, DEM, soils, restricted areas, urban areas, drop/landing zones, surface danger zones, impact areas, firing points, survey points, road and trail networks, power lines and towers, air routes and corridors, etc.

Echelons

The Army is a hierarchical organization with various echelons of units arranged from Army level (highest) to Squad level (lowest). Generally, each organization is replicated from three to five times to form the next larger unit (e.g., three Squads compose a Platoon). As the echelon size increases, additional combat support and combat service support components are also added to the tactical organizations, which increases the overall size of the echelon.

Echelons from highest to lowest level:

Echelon/Unit	Unit Size Indicator (Map Symbol)
Army	xxxx
Corps	XXX

Echelon/Unit	Unit Size Indicator (Map Symbol)
Division	XX
Brigade; Group/Regiment	X
Battalion/Squadron	
Company/Troop/Battery	
Platoon	
Section	
Squad	

Each echelon of a tactical unit is supervised by a non-commissioned officer (NCO) or commanded by a commissioned officer, depending upon the level. Non-commissioned officers lead squads and sections. Commissioned officers lead Platoons and command units from Company to Army. Echelons above Company have component staffs of NCO's and officers that directly assist the commanding officer in the operations of the units within the echelon.

The rank and title for each enlisted soldier (E-1 through E-4 Specialist), non-commissioned officer (E-4 Corporal trough E-9), and commissioned officer (O-1 through O-10) are shown in the tables below. The E or O designation refers to that soldier's grade while the designation such a Major or Sergeant is the rank. The right-hand column in the tables below includes the title to properly address each individual.

ENLISTED SOLDIERS	
No rank insignia	Private – E-1 Address as "Private"
	Private - E-2 Address as "Private"
	Private First Class - E-3 Address as "Private"
W	Specialist - E-4 Address as "Specialist"

Non-Commissioned Officers	
	Corporal - E-4 Address as "Corporal"
	Sergeant - E-5 Address as "Sergeant"
	Staff Sergeant – E-6 Address as "Sergeant"
	Sergeant First Class – E7 Address as "Sergeant"
	Master Sergeant - E-8 Address as "Sergeant"
	First Sergeant - E-8 Address as "First Sergeant"
	Sergeant Major - E-9 Address as "Sergeant Major"

Non-Commissioned Officers



Command Sergeant Major – E-9 Address as "Sergeant Major"



Sergeant Major of the Army - E-9 Address as "Sergeant Major"

COMMISSIONED OFFICERS	
	Second Lieutenant - O-1 Address as "Lieutenant"
	First Lieutenant - O-2 Address as "Lieutenant"
	Captain - O-3 Address as "Captain"
	Major - O-4 Address as "Major"

COMMISSIONED OFFICERS	
	Lieutenant Colonel - O-5 Address as "Colonel"
	Colonel - O-6 Address as "Colonel"
	Brigadier General - O-7 Address as "General"
	Major General - O-8 Address as "General"
	Lieutenant General - O-9 Address as "General"
***	General - O-10 Address as "General"
	General of the Army Address as "General"

SQUAD/SECTION

8-16 Personnel

The Squad, normally 8-16 soldiers, is the lowest unit in the Army organizational structure. The leader is a non-commissioned officer, usually a Sergeant (E-5) or Staff Sergeant (E-6). In some units, two Squads may compose a Section led by a Staff Sergeant (E-6).



In a Light Infantry (non-mechanized) Squad, there are normally nine (9) soldiers and a Squad Leader. In a Mechanized Infantry Squad, there are up to 16 soldiers, organized into two Teams. Each Team is assigned to a tactical vehicle (e.g., Bradley Fighting Vehicle).

In an Armor (Tank/Cavalry) unit, the term Section is used in lieu of Squad. A Section consists of two vehicles (e.g., M1A2 Abrams Main Battle Tank). Each tank has a crew consisting of four personnel.

PLATOON

16-44 Personnel

The Platoon is the basic combat unit capable of maneuvering in the conduct of combat operations. The Platoon is lead by a commissioned officer (Lieutenant, O-1/O-2) and assisted by a Platoon Sergeant who is a Sergeant First Class (E-7).



A Platoon consists of two to four Squads/Sections depending upon the type of unit. For example, an Infantry Platoon consists of three Squads. A Mechanized Infantry Platoon consists of four fighting vehicles (M2A2 Bradley Fighting Vehicle), divided into two Sections. Each vehicle holds 8-9 soldiers. A Tank Platoon consists of four tanks (M1A2/A3 Abrams Main Battle Tank), organized into two Sections of two tanks each.

COMPANY

60-200 Personnel

The Company is a cohesive tactical sized unit that can perform a battlefield function on its own. It is capable of receiving and controlling additional combat, combat support, or combat service support units to enhance its mission capability. The Company has a small Headquarters element to assist the Commander. Typically, three to five platoons form a Company, with between 60 and 200 soldiers and 15-25 vehicles. For example, an Armor Tank Company is composed of 5 officers, 57 enlisted soldiers, 14 M1A2/A3 Main Battle Tanks, and several wheeled vehicles.

A Captain (O-3) normally commands the Company. A First Sergeant (E-8) is the commander's principal non-commissioned officer assistant.



Depending upon the type of unit, a company (Co) may be called a troop or battery. Ground or Air Cavalry units (armor and aviation units specially trained for reconnaissance missions) refer to these units as Troops. Field Artillery and Air Defense Artillery units refer to these units as Batteries. In combat, armor and infantry companies can be task-organized for specific missions. For example, an armor company may receive an infantry platoon to support its mission. In this case, the company is then referred to as a team.

BATTALION/ SQUADRON

300-1,000 Personnel

The battalion (Bn) is a tactically and administratively self-sufficient unit. In combat operations, Battalions are capable of independent operations of limited duration and scope.

The Battalion is typically composed of four to six companies, and is commanded by a Lieutenant Colonel (O-5), with a Command Sergeant Major (E-9) as the primary non-commissioned officer assistant. The Commander has a Battalion Staff of officers and non-commissioned officers to oversee missions, training, administration, and logistics. The size of a Battalion can vary between 300 -1,000 soldiers. In combat and in training

armor and infantry battalions are task organized for specific missions. For example, an armor battalion may receive a mechanized infantry company, an MP section, air defense artillery units, chemical units, engineer units, or others to support its mission. In this case, the battalion is then called a task force.

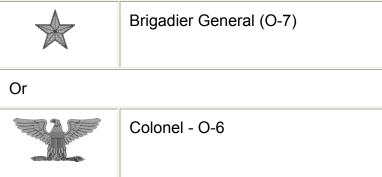


In cavalry units (both air and ground), the battalion is referred to as a squadron.

BRIGADE/GROUP/REGIMENT

1,500-3,200 Personnel

A brigade (Bde) is a large unit consisting of between 1,500 and 3,200 soldiers that can be employed on independent or semi-independent operations. When task-organized for combat, a maneuver brigade may have engineer, field artillery, logistics, ADA, chemical, military police, etc., to support the brigade combat support operations. The brigade is then referred to as a brigade combat team (BCT) and can include 5,000 or more soldiers. A Colonel (O-6) normally commands the brigade, although in some cases a Brigadier General may assume command. The Command Sergeant Major (E-9) is the principal non-commissioned officer assistant.





Three to five brigades normally compose a Division. There are currently 33 combat (Infantry and Armor/Cavalry) brigades in the Army. The Army is transforming to a modular design. The number of combat brigades in the Army is increasing as part of Army Transformation. Brigades also exist in combat service and combat service support branches, e.g., Engineer Brigade, Signal Brigade).

Armored cavalry units of this size are referred to as regiments (Armored Cavalry Regiment). Ranger and Special Forces units are referred to as groups.

DIVISION

10.000-16,000 Personnel

The Division performs major tactical operations and can conduct sustained battles and engagements. Divisions are numbered (e.g., 1st Armored Division, 82d Airborne Division) and are categorized by one of five types: Light Infantry, Mechanized Infantry, Armor, Airborne, or Air Assault.

The Division is commanded by a Major General (0-8) who is assisted by two Brigadier Generals ((0-7) who perform duties as Assistant Division Commanders (ADC) - one for Maneuver (ADC-M) or Operations (ADC-O), and one for Support (ADC-S). The Division Command Sergeant Major is the senior non-commissioned officer assisting the Commanding General.



Divisions are composed of three (3) tactical maneuver (Infantry and/or Armor) Brigades and a Division base of combat support and combat service support units. There are currently ten (10) divisions in the Active Army and eight (8) divisions in the National Guard.

CORPS

Two or more Divisions, 20,000-40,000 personnel

The Corps is the deployable level of command required to synchronize and sustain combat operations. It also provides a framework for multi-national operations. The Corps provides command, control, and logistical support of two to five combat divisions. The Corps is commanded by a Lieutenant General (O-9), and is assisted by a Command Sergeant Major and an extensive Corps staff. There are currently four (4) Corps in the Active Army - 3 with Headquarters in the continental United States and one (1) in Europe (Germany).

***	Lieutenant General - O-9
	Command Sergeant Major - E-9

ARMY

Two or more Corps

All other organizations larger than a corps are generically termed "army." An army has three levels, all dependent upon the size and scope of the conflict. These levels are a "Theater Army," a "Field Army," and an "Army Group."

An army is normally commanded by a "full" General (O-10) and assisted by a Command Sergeant Major and a large Army's staff. An example is the 3rd U.S. Army, which is the Army component of U.S. Central Command (CENTCOM). CENTCOM is a joint combatant command responsible for military operations in the Middle East.



As a side note, the largest tactical formation used in combat operations is the army group, composed of two or more field armies. However, formations of this size have not been employed since World War II.

Army Transformation

Now that you have successfully learned about the tactical Army, its organization, and missions, we will discuss upcoming changes to this structure. It will become increasingly important for ITAM managers to not only be capable of supporting the existing units on your installation, but to be prepared for new units with changing missions. To do this we will discuss emerging concepts and introduce terms important for ITAM managers to understand as they develop land management objectives to support the training mission.

On 12 October 1999, the Secretary of the Army and the Chief of Staff of the Army articulated a vision designed to posture the Army to better meet the demands of the 21st century. The requirement to transform the Army is based upon the emerging security challenges of the 21st century and the need to respond more rapidly and decisively across the full spectrum of operations. Transformation will shape the way the Army trains and fights into the near future.

Achieving the vision requires the comprehensive transformation of the entire Army including both the Operational and the Generating Force. The Army will implement the Transformation to the Future Force as rapidly as possible, while continuing to sustain the warfighting readiness of the Current Force. Sustaining the Current Force requires the Army to provide regular maintenance to existing weapons platforms, and in certain cases to recapitalize the current force to guarantee maintenance of critical warfighting readiness. The Army's equipment is rapidly aging and must be refurbished and selectively upgraded. Older equipment results in both lower readiness and higher repair and operating costs. The combined impact of these problems has become a serious readiness issue that is only worsening with time. To address these problems, the Army has created the Army Recapitalization program to rebuild and upgrade 17 key Army systems.

Simultaneously, the Army has begun to design and field Stryker Brigade Combat Teams (SBCT) and Future Forces. The Army's current warfighting capability has two force characteristics – heavy and light forces: heavy forces are well equipped for war (lethality) but difficult to deploy strategically; light forces that can respond rapidly worldwide (deployability), but lack staying power (survivability) against mechanized or armored forces. The Future Force is intended to dominate at every point on the spectrum of operations between light and heavy and from humanitarian to high intensity conflicts.

The Future Force will fulfill a variety of strategic, operational, and tactical purposes, while interacting with various political, military, interagency, and non-governmental actors, both international and domestic.

Under the Future Force alignment, Unit of Action (UA) is the term used for the current Brigade, Unit of Employment level 1 (UE1) will replace today's divisions; and the Units of Employment level 2 (UE2) will replace the current corps structure. UA's are the tactical warfighting echelons of the Future Force, and Units of Employment are the basis of combined arms air-ground task forces.

The Army requires greater lethality, mobility, survivability, and deployability. The Army is transforming to meet that requirement and will likely include a mix of current, Stryker, and Future Forces to provide for a strategically responsive force that is dominant across the full spectrum of operations in a joint, interagency, intergovernmental, and multinational (JIIM) environment.

Quiz

- 1. How many types of Army unit functions are there?
 - a. One (Combat Operations)
 - b. Three (Combat Arms, Combat Support, Combat Service Support)
 - c. Seven (Maneuver, Fire Support, Air Defense, Logistics, Mobility/Counter Mobility, Battle Command, Intelligence
- 2. The seven Battlefield Operating Systems define unit interactions by:
 - a. A systems perspective
 - b. A branch relationship
 - c. A maneuver perspective
- 3. True or False. FIELD ARTILLERY is <u>not</u> a combat arms branch since it supports the FIRE SUPPORT Battlefield Operating System (not MANEUVER) and since it engages the enemy with only indirect fires.
- 4. Under which Battlefield Operating System, does the Engineer Branch primarily perform its tasks?
 - a. Maneuver
 - b. Fire Support
 - c. Mobility/Countermobility
- 5. Rank-the order the following echelons of command (with the lowest listed first)
 - a. Platoon, Company, Brigade, Corps
 - b. Company, Platoon, Brigade, Corps
 - c. Corps, Brigade, Company, Platoon
- 6. True or False. A platoon is the basic combat unit capable of performing maneuver and combat operations

Answers

- - 1. B
 - 2. A
 - 3. False
 - 4. C
 - 5. A
 - 6. True